

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In Re Application of:)	
Clifton Lind et al.)	
)	Group Art Unit: 3714
Serial No.: 10/624,279)	
)	
Filed: July 22, 2003)	Examiner: Binh An Duc Nguyen
)	
FOR: MULTIPLE VIDEO DISPLAY)	
GAMING MACHINE AND GAMING)	Confirmation No.: 7465
SYSTEM)	

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Commissioner for Patents
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APPEAL BRIEF

This is an appeal from the Final Office Action mailed June 28, 2006 (the "Final Office Action"), rejecting claims 1, 2, 4-6, 9-14, 16-21, 23, 26, and 27 in the above-identified patent application. Appellants submit this Appeal Brief to the Board of Patent Appeals and Interferences within the two-month period following the Notice of Appeal filed September 28, 2006.

The fee of \$250.00 due under 37 C.F.R. §41.20(b)(2) is being submitted with this Appeal Brief.

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1 **I. REAL PARTY IN INTEREST (37 C.F.R. §41.37(c)(1)(i))**

2 The above-described patent application is assigned to Multimedia Games, Inc., the real
3 party in interest.
4

5 **II. RELATED APPEALS AND INTERFERENCES (37 C.F.R. §41.37(c)(1)(ii))**

6 There is no related Appeal or Interference before the United States Patent and Trademark
7 Office.
8

9 **III. STATUS OF CLAIMS (37 C.F.R. §41.37(c)(1)(iii))**

10 The status of the claims is as follows:

11 Claims Allowed:	None
12 Claims Objected To:	None
13 Claims Canceled:	3, 7, 8, 15, 22, and 24-25
14 Claims Rejected:	1, 2, 4-6, 9-14, 16-21, 23, 26, and 27
15 Claims Appealed:	1, 2, 4-6, 9-14, 16-21, 23, 26, and 27

16

17 **IV. STATUS OF AMENDMENTS (37 C.F.R. §41.37(c)(1)(iv))**

18 The claim amendment filed September 28, 2006, in response to the Final Office Action
19 mailed June 28, 2006, has been entered as indicated by the Advisory Action mailed October 11,
20 2006. The claims reproduced in the accompanying Appendix reflect the state of the claims as
21 they currently stand in this case after entry of the claim amendment filed September 28, 2006.

1 **V. SUMMARY OF CLAIMED SUBJECT MATTER (37 C.F.R. §41.37(c)(1)(v))**

2 The appealed claims include five independent claims, claims 1, 6, 14, 16, and 21.

3 Claim 1

4 Claim 1 is directed to a gaming machine (10) including a cabinet (11), a game video
5 display (14) located at a front side (12) of the cabinet, and three additional video displays, a first
6 additional video display (17), a player control touch screen display (15), and a second additional
7 video display (18). (Disclosure, p. 5, lns. 13-16, Fig. 1). The first additional video display (17)
8 is located at the front side (12) of the cabinet (11) above the game video display (14) and extends
9 substantially the entire width of a front side of the gaming machine (10). (Disclosure, p. 6, lns.
10 9-11, Fig. 1). The player control touch screen display (15) is located below the game video
11 display (14) at the front side (12) of the cabinet (11) and also extends substantially the entire
12 width of the front side of the gaming machine (10). (Disclosure, p 5, ln. 20 - p. 6, ln. 2, Fig. 1).
13 The player control touch screen display (15) forms a portion of a forwardly projecting ledge (16)
14 located below the game video display (14) and extending transversely to a plane of the game
15 video display. (Disclosure, p. 9, lns. 10-12, Fig. 1). The second additional video display (18) is
16 located at the front side (12) of the cabinet (11) below the player control touch screen display
17 (15). The second additional video display (18) extends substantially the entire width of the front
18 side (12) of the gaming machine (10) in an area below the player control touch screen display
19 (15). (Disclosure, p. 6, lns. 13-16, Fig. 1).

20 Claim 6

21 Independent claim 6 is directed to a gaming system (40) including a number of gaming
22 machines (10) and a game modification controller (50) in communication with each respective

1 gaming machine. (Disclosure, p. 14, ln. 4-8, Fig. 3). Each gaming machine (10) includes a
2 respective game presentation arrangement having a game video display (14), a first additional
3 video display (17) located above the game video display, a player control touch screen display
4 (15) located below the game video display and forming a ledge (16) projecting from a plane of
5 the game video display, a second additional video display (18) located below the player control
6 touch screen display. Each of the game video display (14), first additional video display (17),
7 second additional video display (18), and player control touch screen display (15) extend
8 substantially the entire width of a front side (12) of the respective gaming machine (10). Each
9 gaming machine (10) also includes a processing arrangement which is described as a means plus
10 function in claim 6 in accordance with 35 U.S.C. §112, sixth paragraph. The processing
11 arrangement corresponds to the CPU 25 and graphics processors 35 and 36 shown in Figure 2
12 and functions to control the game video display (14), first additional video display (17), second
13 additional video display (18), and player control touch screen display (15). (Disclosure, p. 11,
14 lns. 5-7 and 10-12).

15 The game modification controller (50) is also described as a means plus function element
16 in accordance with 35 U.S.C. §112, sixth paragraph. In particular, the game modification
17 controller (50) functions to selectively communicate presentation switching instructions to each
18 respective gaming machine (10), the presentation switching instructions being executable at the
19 respective gaming machine to cause the respective gaming machine to switch the content of the
20 game video display (14), the first additional video display (17), the second additional video
21 display (18), and the player control touch screen display (15) in the operation of the respective
22 gaming machine from content for a first game presentation to content for a second game

1 presentation. (Disclosure, p. 15, lns. 9-13). The game modification controller (50) is
2 implemented by a separate processing device (47) shown in Figure 3, which may be a single
3 computer. (Disclosure, p. 16, ln. 18 - p. 17, ln. 2, Fig. 3).

4 Claim 14

5 Independent claim 14 is directed to a method of making a game presentation at a gaming
6 machine, the method includes displaying a number of game presentation components at a gaming
7 machine (10) to produce an overall game presentation which is referred to in the claim as a first
8 game presentation. (Disclosure, p.10, lns. 18-21). In particular, claim 14 requires displaying a
9 first game presentation component on a first video display (17) located at a front side (12) of the
10 gaming machine (10), the first game presentation component comprising a first portion of a first
11 game presentation. Simultaneously with displaying the first game presentation component, the
12 method of claim 14 includes displaying a second game presentation component on a second
13 video display (14) located at the front side (12) of the gaming machine (10) below the first video
14 display (17), the second game presentation component comprising a second portion of the first
15 game presentation. Simultaneously with displaying the first game presentation component, claim
16 14 also requires displaying a third game presentation component on a third video display (15)
17 located at the front side (12) of the gaming machine (10) below the second video display (14) and
18 forming a portion of a ledge (16) extending from a plane of the second video display, the third
19 game presentation component comprising a third portion of the first game presentation. Also
20 simultaneously with displaying the first game presentation component, claim 14 requires
21 displaying a fourth game presentation component on a fourth video display (18) located at the
22 front side (12) of the gaming machine (10) below the third video display (15). The first, second,

third, and fourth game presentation components combine to produce the first game presentation.
(Disclosure, p. 10, Ins. 13 and 18-21).

Claim 16

Independent claim 16 is directed to a method of controlling a gaming machine (10), and includes displaying a first game presentation through a series of four video displays (14, 15, 17, 18) located at a front side (12) of the gaming machine in columnar fashion, with each respective video display showing a respective portion of the first game presentation and extending across substantially the entire width of the front side of the gaming machine. (Disclosure, p. 5, Ins. 13-16 and p. 6, Ins. 9-11). Claim 16 further includes producing a presentation switching instruction at least partially based on the utilization of additional gaming machines (10) included in a gaming system (40) in which the gaming machine is included, the additional gaming machines each providing a second game presentation. In response to the presentation switching instruction, claim 16 requires displaying the second game presentation through the video displays (14, 15, 17, 18) located at the front side (12) of the gaming machine (10), each respective video display showing a respective portion of the second game presentation. (Disclosure, p. 5, Ins. 17-19 and p. 16, Ins. 11-13).

Claim 21

Independent claim 21 is directed to a gaming machine (10) that includes a cabinet (11) with a game video display (14) located at a front side (12) of the cabinet. A player control video display (15) forms at least a portion of a forwardly projecting ledge (16) located immediately below the game video display (14) at the front side (12) of the cabinet (11). (Disclosure, p. 5, Ins. 13-16, Fig. 1). The forwardly projecting ledge (16) extends transversely to a plane of the

game video display (14). (Disclosure, p. 6, lns. 9-11, Fig. 1). Claim 21 also requires that the gaming machine (10) includes a first additional video display (17) located at the front side (12) of the cabinet (11) above the game video display (14). The first additional video display (17) extends substantially the entire width of a front side (12) of the gaming machine (10). (Disclosure, Fig. 1).

VI. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL
(37 C.F.R. §41.37(c)(1)(vi))

1. Claims 5 and 27 stand rejected under 35 U.S.C. §112, second paragraph as being vague and indefinite.
2. Claims 1, 2, 4-6, 9-14, 16-21, 23, 26, and 27 stand rejected under 35 U.S.C. §103(a) as being unpatentable over U.S. Patent Application No. 2003/0064771 to Morrow et al. (the "Morrow reference" or "Morrow") in view of U.S. Patent No. 6,620,047 to Alcorn et al. (the "Alcorn patent" or "Alcorn").

VII. ARGUMENT (37 C.F.R. §41.37(c)(1)(vii))

CLAIMS 5 AND 27 ARE NOT INDEFINITE UNDER 35 U.S.C. §112. ¶2

Both claims 5 and 27 require an apparatus that includes "at least one player interface device located on the front side of the gaming machine **in an area removed from the forwardly projecting ledge.**" (Emphasis Added). The Final Office Action rejects claims 5 and 27 under 35 U.S.C. §112, second paragraph, in view of the use of the term "removed" in describing the location of the "at least one player interface device." In particular, the Final Office Action

1 indicates that the language “an area removed from the forwardly projection [sic] ledge” is vague
2 and indefinite “since it is unclear exactly which area being removed from the projection [sic]
3 ledge.”

4 The adjective “removed” is used in its normal sense in claims 5 and 27 to mean that the
5 area in which the at least one player interface device is located is separate or remote from the
6 forwardly projecting ledge 16 shown in Appellants’ Figure 1. This positioning of player
7 interface devices “removed from” the forwardly projecting ledge 16 is clearly shown in
8 Appellants’ Figure 1 by player interface devices 20. The Appellants submit that the language of
9 claims 5 and 27 simply means that the at least one player interface device is positioned in some
10 area on the front of the gaming machine other than the forwardly projecting ledge 16. The
11 Appellants further believe that the language of claims 5 and 27 admits of no other meaning.
12 Because the location description for the player interface device set out in claims 5 and 27 is
13 susceptible to only a single meaning, and this meaning is clear and unambiguous, the Appellants
14 submit that there is nothing in any way vague or indefinite about claims 5 and 27. The
15 Appellants therefore believe that the Section 112 rejections as to claims 5 and 27 are in error and
16 should be reversed.

17
18 THE CLAIMS ARE NOT OBVIOUS OVER MORROW AND ALCORN

19 The Appellants respectfully submit that the Final Office Action fails to state even a *prima*
20 *facie* case of obviousness with respect to each of the independent claims in the case, claims 1, 6,
21 14, 16, and 21.

1 Independent Claims 1, 6, and 21

2 Element (d) of claim 1, element (a) of claim 6, and element (c) of claim 21 each requires
3 a player control touch screen display located below a game video display at the front side of a
4 gaming machine cabinet. These claim elements each further require that the player control touch
5 screen display extends substantially the entire width of the front side of the gaming machine and
6 forms a portion of a forwardly projecting ledge located below the game video display. However,
7 Alcorn and Morrow simply do not teach or suggest this ledge-mounted video display or player
8 control touch screen feature. Furthermore, there is no teaching or suggestion in the prior art to
9 modify either of these references to include this feature. Thus, the Final Office Action fails to
10 make out a *prima facie* case of obviousness as to claims 1, 6, and 21 and their respective
11 dependent claims.

12 As indicated above, the Final Office Action relies on the combination of Morrow and
13 Alcorn to reject all of the independent claims in the case, including claims 1, 6, and 21. The
14 Final Office Action at the bottom of page 3 acknowledges that the Morrow reference does not
15 disclose a player control touch screen display forming a forwardly projecting ledge below a game
16 video display in a gaming machine, but relies on Alcorn for providing the suggestion to add such
17 a player control touch screen display to the gaming machine disclosed in Morrow. Specifically,
18 the Final Office Action cites Column 4, lines 16-17 and Figure 3 of Alcorn as teaching that the
19 control buttons 40 located below the video display shown in Alcorn could be touch screen
20 buttons. (Final Office Action at p. 4, lines 6-9). The Appellants respectfully submit that the
21 Alcorn patent does not teach or suggest employing a player control touch screen forming a

1 portion of a forwardly projecting ledge as required by claims 1, 6, and 21 and their respective
2 dependent claims.

3 Figures 1 and 2 of Alcorn clearly show mechanical buttons 40 on a forwardly projecting
4 ledge/shelf 38 below display 16. Figure 3 of Alcorn shows a user interface 42 that includes the
5 mechanical buttons 40, a handle, and a touch screen. This touch screen is shown in Alcorn's
6 Figure 3 clearly as being simply a lower part of the CRT display 16. At lines 60-63 of column 3,
7 Alcorn teaches that the lower region 19 of display 16 includes touch screen buttons. At lines 9-
8 18 of column 4, Alcorn states:

9 An integrated touch screen overlaying the display screen, along with the
10 series of "hard" buttons 40 arrayed along the bottom edge of the display, provide
11 the main player interface to the system.

12 In FIG. 3 of the drawing [sic], a generalized block diagram depicts the
13 principal functional components of the system and includes a central processing
14 unit (CPU) 45, the CRT 16, a user interface 42 that includes the touch screen
15 buttons 40 [sic] and pull handle 39....

16 It is apparent when comparing the drawings in Alcorn to the textual description that the buttons
17 40 are mechanical buttons "arrayed" along the bottom of display 16 and are not touch screen
18 buttons. The only touch screen buttons disclosed in Alcorn are buttons in the lower area 19 of
19 display 16 (see Alcorn Figures 1-3, and col. 3, lines 61-63). The reference in Alcorn at column
20 4, line 17 to "touch screen buttons 40" is obviously a typographical error omitting a comma after
21 "touch screen." Despite this apparent typographical error in Alcorn, the Applicants submit that
22 one of ordinary skill in the art would recognize that Alcorn teaches only mechanical buttons 40
23 on the forwardly projecting ledge below display 16, and does not suggest a player control touch
24 screen on the ledge.

1 Because the cited references do not teach or suggest a ledge-mounted player control touch
2 screen display as required in Appellants' claims 1, 6, and 21, the Appellants' respectfully submit
3 that the Final Office Action rejection of claims 1, 6, and 21 is in error and should be reversed.

4 The Appellants note the statement in the Final Office Action as follows.

5 "since Alcorn et al. suggest the a [sic] slant-top player control interface can be
6 used, it is obvious to utilize the slant-top video screen together with the
7 mechanical player control devices mounted ledge (38) [sic]." (Final Office Action
8 at p. 4, Ins. 9-12)

9 The identical statement is included in the comments submitted with the Advisory Action mailed
10 October 11, 2006, in this case. (October 11, 2006 Advisory Action Continuation Sheet, Ins. 6-8).

11 Appellants agree that the Alcorn patent discloses a display device 16 having a lower
12 portion 19 in which a touch screen element may be located. Appellants also agree that the
13 Alcorn patent discloses a gaming machine having the display device 16 and its touch screen
14 lower portion 19 in a generally upright position and also having a ledge/shelf 38 projecting
15 forwardly from the plane of the display device 16 with mechanical buttons 40 located on the
16 ledge/shelf 38. However, the use of the ledge/shelf 38 and mechanical buttons 40 in Alcorn
17 together with the separate, upright display device 16 and touch screen lower portion 19 does not
18 teach or suggest employing a player control touch screen on any forwardly projecting ledge or
19 shelf as required in Appellants claims 1, 6, and 21.

20 The Appellants further note the reference in the above-quoted statement from the Final
21 Office Action and Advisory Action as to what "is obvious" from the prior art. Appellants
22 respectfully submit that what "is obvious" is not relevant under Section 103. The question under

1 35 U.S.C. §103 is what would have been obvious to one of ordinary skill in the art acting at the
2 time of the invention in question, and not what is obvious now.

3 Finally, Appellants note the comments in the Final Office Action at lines 8-15 on page 8
4 indicating that it would have been obvious to utilize a touch screen in place of the mechanical
5 control buttons on the projection ledge of a gaming machine to “enhance user interfaces.” In
6 particular, the Appellants note that there is no teaching in either cited reference that replacing
7 mechanical buttons on a projection ledge with a player control touch screen display enhances
8 user interfaces. Thus there is no support in the prior art for this proposed rationale for modifying
9 the references. Furthermore, claims 1, 6, and 21 do not merely require a player control touch
10 screen display, but further require that the display extends substantially the entire width of the
11 gaming machine front side. Nothing in either cited reference suggests this structure.

12 For all of these reasons the Appellants believe that the Final Office Action rejections of
13 claims 1, 6, and 21 are in error and should be reversed.

14 Claim 14

15 The method set out in claim 14 requires simultaneously displaying first, second, third,
16 and fourth game presentation components on first, second, third, and fourth video display
17 devices, respectively. Element (c) of claim 14 requires that the third video display is located
18 below the second video display and forms a portion of a ledge extending from a plane of the
19 second video display.

20 The Morrow reference discloses three video screens in areas 30, 50, and 60 (Morrow, Fig.
21 1). As discussed above in connection with claims 1, 6, and 21, and as acknowledged in the Final
22 Office Action at the bottom of page 4, Morrow does not disclose any video display device

1 forming a portion of a ledge projecting from a plane of an additional video display. Thus, the
2 Morrow reference does not teach or suggest the displaying limitation set out at element (c) in
3 claim 14. Also as discussed above in connection with claims 1, 6, and 21, the Alcorn patent does
4 not teach or suggest any video display located on ledge/shelf 38 extending from the plane of
5 video display 16 in Alcorn. Thus, the Alcorn patent cannot teach or suggest the displaying
6 limitation set out at element (c) of claim 14 and cannot in any way make up for the deficiency of
7 the Morrow reference with respect to element (c) of claim 14.

8 Because the cited prior art does not teach or suggest all of the limitations set out in claim
9 14, the Final Office Action fails to present a *prima facie* case of obviousness as to claim 14. The
10 Appellants therefore respectfully submit that the Final Office Action rejection of claim 14 is in
11 error and should be reversed.

12 Claim 16

13 Independent claim 16 is directed to a method of making a game presentation at a gaming
14 machine and requires displaying a first game presentation through a series of four video displays
15 located at a front side of the gaming machine in columnar fashion, each respective video display
16 showing a respective portion of the first game presentation and extending across substantially the
17 entire width of the front side of the gaming machine.

18 Both Alcorn and Morrow disclose that the central video display does not extend
19 substantially the entire width of the gaming machine. That is, both references show an area to
20 the right of the center video display. Thus, even if there was some teaching or suggestion in the
21 prior art to combine Alcorn and Morrow, the resulting combination would not teach or suggest
22 all the claim limitations in claim 16. That is, combining Alcorn and Morrow would result in a

1 gaming machine having a center video display that does not extend substantially the entire width
2 of the gaming machine. Thus, the resulting gaming machine would not produce a game
3 presentation as required at element (a) of claim 16, a game presentation produced by four video
4 display devices arranged in columnar fashion with each display extending substantially the entire
5 width of the gaming machine.

6 Element (b) of claim 16 requires producing a presentation switching instruction at least
7 partially based on the utilization of additional gaming machines included in a gaming system in
8 which the gaming machine is included, where the additional gaming machines each provide a
9 second game presentation. Element (c) of claim 16 requires responding to the presentation
10 switching instruction by displaying the second game presentation through the video displays
11 located at the front side of the gaming machine so that each respective video display shows a
12 respective portion of the second game presentation. The Morrow reference and the Alcorn patent
13 do not teach or suggest either of these steps.

14 Paragraphs 13 and 27 of Morrow disclose a number of situations in which a casino may
15 wish to modify the game available at a gaming machine. However, Morrow does not teach or
16 suggest producing a presentation switching instruction at least partially based on the utilization of
17 a number of other gaming machines providing a second game presentation as required at element
18 (b) of claim 16, and also does not teach or suggest displaying the second game presentation at the
19 gaming machine in response to the switching instruction as required at element (c) of claim 16.

20 The Alcorn patent does not make up for these deficiencies with respect to the Morrow
21 reference. Alcorn describes a gaming machine player interface through which a player may
22 select a game. (Alcorn at col. 5, lns. 20-26). However, the Alcorn patent does not disclose or

1 suggest producing a presentation switching instruction on the basis described in element (b) of
2 claim 16, and does not disclose or suggest displaying the second game presentation in response
3 as required at element (c) of claim 16.

4 Because the proposed combination of Alcorn and Morrow does not teach or suggest each
5 element required in claim 16, the proposed combination cannot render the claim obvious. The
6 Appellants therefore respectfully submit that the Final Office Action rejection of claim 16 is in
7 error and should be reversed.

8 The Appellants note the statement at page 5 of the Final Office Action indicating that the
9 arrangement of video displays in a gaming machine is a matter of design choice because
10 orienting the displays differently within a gaming machine does not effect or bring unexpected
11 results to the outcome of the game. (Final Office Action, p. 5, Ins. 6-8). The Appellants
12 respectfully submit that simply characterizing a given feature as a matter of “design choice” does
13 not in any way substitute for a *prima facie* showing of obviousness. In this case, the Final Office
14 Action fails to state any teaching or suggestion in the prior art to display a first game presentation
15 through a series of four video displays arranged on the front side of a gaming machine in
16 columnar fashion and extending across substantially the entire width of the front side of the
17 gaming machine. The Final Office Action further fails to point to any teaching or suggestion in
18 the cited references to perform the switching instruction production and game presentation
19 switching steps required in elements (b) and (c) of claim 16.

1 **VIII. CONCLUSION**

2 For all of these reasons, the Appellants submit that claims 1, 2, 4-6, 9-14, 16-21, 23, 26,
3 and 27 are entitled to allowance and respectfully request that the Board reverse the Final Office
4 Action rejection of these claims.

5 Respectfully submitted,

6 The Culbertson Group, P.C.

7
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IX. APPENDIX A

CLAIMS INVOLVED IN THE APPEAL (37 C.F.R. §41.37(c)(1)(viii))

1. A gaming machine including:
 - (a) a cabinet;
 - (b) a game video display located at a front side of the cabinet;
 - (c) a first additional video display located at the front side of the cabinet above the game video display, the first additional video display extending substantially the entire width of a front side of the gaming machine;
 - (d) a player control touch screen display located below the game video display at the front side of the cabinet and extending substantially the entire width of the front side of the gaming machine, the player control touch screen display forming a portion of a forwardly projecting ledge located below the game video display and extending transversely to a plane of the game video display; and
 - (e) a second additional video display located at the front side of the cabinet below the player control touch screen display, the second additional video display extending substantially the entire width of the front side of the gaming machine in an area below the player control touch screen display.
2. The gaming machine of Claim 1 wherein the player control touch screen display, the game video display, the first additional video display, and the second additional video

display together produce the entire graphic content for a game presentation provided by the gaming machine.

3. Canceled

4. The gaming machine of Claim 1 further including a mechanical player input device or player interface device located on the forwardly projecting ledge.

5. The gaming machine of Claim 1 further including at least one player interface device located on the front side of the gaming machine in an area removed from the forwardly projecting ledge.

6. A gaming system including:

- (a) a number of gaming machines, each gaming machine including a respective game presentation arrangement having a game video display, a first additional video display located above the game video display, a player control touch screen display located below the game video display and forming a ledge projecting from a plane of the game video display, a second additional video display located below the player control touch screen display, and a processing arrangement for controlling the game video display, first additional video display, second additional video display, and player control touch screen display, and wherein each of the game video display, first additional video display, second additional

1 video display, and player control touch screen display extend substantially the
2 entire width of a front side of the respective gaming machine; and
3 (b) a game modification controller in communication with each respective gaming
4 machine, the game modification controller for selectively communicating
5 presentation switching instructions to each respective gaming machine, the
6 presentation switching instructions being executable at the respective gaming
7 machine to cause the respective gaming machine to switch the content of the game
8 video display, the first additional video display, the second additional video
9 display, and the player control touch screen display in the operation of the
10 respective gaming machine from content for a first game presentation to content
11 for a second game presentation.

12
13 7-8 Canceled

- 14
15 9. The gaming system of Claim 6 further including a game presentation server with a
16 presentation storage arrangement for storing multiple sets of presentation instructions,
17 each set of presentation instructions being executable at a respective one of the gaming
18 machines to define the video content of each respective video display on the respective
19 gaming machine during the operation of the respective gaming machine.
20
21 10. The gaming system of Claim 9 wherein the game modification controller is also for
22 directing the transfer of a new set of presentation instructions from the game presentation

server to a respective one of the gaming machines in connection with the presentation switching instructions communicated to the respective gaming machine.

11. The gaming system of Claim 6 further including a gaming machine usage monitoring arrangement for monitoring the usage of at least a portion of the gaming machines and providing control inputs to the game modification controller based on the monitored usage.

12. The gaming system of Claim 6 wherein the game modification controller communicates presentation switching instructions to a respective gaming machine in response to a player input at the gaming machine.

13. The gaming system of Claim 6 wherein at least one of the gaming machines includes a storage device storing a number of sets of presentation instructions, each set of presentation instructions being executable at the respective gaming machine to define the video content of the respective video displays on the respective gaming machine during the operation of the respective gaming machine.

14. A method of making a game presentation at a gaming machine, the method including:
(a) displaying a first game presentation component on a first video display located at a front side of the gaming machine, the first game presentation component comprising a first portion of a first game presentation;

- (b) simultaneously with displaying the first game presentation component, displaying a second game presentation component on a second video display located at the front side of the gaming machine below the first video display, the second game presentation component comprising a second portion of the first game presentation;
- (c) simultaneously with displaying the first game presentation component, displaying a third game presentation component on a third video display located at the front side of the gaming machine below the second video display and forming a portion of a ledge extending from a plane of the second video display, the third game presentation component comprising a third portion of the first game presentation; and
- (d) simultaneously with displaying the first game presentation component, displaying a fourth game presentation component on a fourth video display located at the front side of the gaming machine below the third video display, the first, second, third, and fourth game presentation components combining to produce the first game presentation.
15. Canceled
16. A method of controlling a gaming machine, the method including:
- (a) displaying a first game presentation through a series of four video displays located at a front side of the gaming machine in columnar fashion, each respective video

- 1 display showing a respective portion of the first game presentation and extending
2 across substantially the entire width of the front side of the gaming machine;
3 (b) producing a presentation switching instruction at least partially based on the
4 utilization of additional gaming machines included in a gaming system in which
5 the gaming machine is included, the additional gaming machines each providing a
6 second game presentation; and
7 (c) in response to the presentation switching instruction, displaying the second game
8 presentation through the video displays located at the front side of the gaming
9 machine, each respective video display showing a respective portion of the second
10 game presentation.

- 11
12 17. The method of Claim 16 further including the step of monitoring usage of the gaming
13 machine and the additional gaming machines in the gaming system to produce usage
14 information and wherein the presentation switching instruction is issued in response to
15 the usage information.
16
17 18. The method of Claim 16 further including the step of simultaneously storing a first game
18 presentation instruction set and a second game presentation instruction set at the gaming
19 machine, the first game presentation instruction set being executable to display the first
20 game presentation and the second game presentation instruction set being executable to
21 display the second game presentation.
22

- 1 19. The method of Claim 16 further including the steps of:
- 2 (a) storing a second game presentation instruction set at a game presentation server
- 3 remote from the gaming machine; and
- 4 (b) communicating the second game presentation instruction set to the gaming
- 5 machine to facilitate the display of the second game presentation at the gaming
- 6 machine.
- 7
- 8 20. The method of Claim 16 wherein the step of producing the presentation switching
- 9 instruction is performed based partially on inactivity at the gaming machine.
- 10
- 11 21. A gaming machine including:
- 12 (a) a cabinet;
- 13 (b) a game video display located at a front side of the cabinet;
- 14 (c) a player control video display forming at least a portion of a forwardly projecting
- 15 ledge located immediately below the game video display at the front side of the
- 16 cabinet, the forwardly projecting ledge extending transversely to a plane of the
- 17 game video display; and
- 18 (d) a first additional video display located at the front side of the cabinet above the
- 19 game video display, the first additional video display extending substantially the
- 20 entire width of a front side of the gaming machine.
- 21
- 22 22. Canceled

1 23. The gaming machine of Claim 21 further including:

2 (a) a second additional video display located at the front side of the cabinet below the
3 player control video display; and

4 (b) one or more player interface devices located generally in the plane of the second
5 additional video display.

6 24-25 Canceled

7
8 26. The gaming machine of Claim 21 further including one or more mechanical player input
9 devices mounted on the forwardly projecting ledge.

10
11 27. The gaming machine of Claim 21 further including one or more mechanical player
12 interface devices mounted on the gaming machine in an area removed from the forwardly
13 projecting ledge.

XI. APPENDIX C

RELATED PROCEEDINGS APPENDIX (37 C.F.R. §41.37(c)(1)(x))

There is no related Appeal or Interference before the United States Patent and Trademark Office.